Namekian

"It's my people who Frieza destroyed! It's my fight! He needs to pay for what he's done, and I intend to make him!" - Piccolo

On a world of lush greens and deep blues, a namekian like no other stands against the dominator of the known univerese. His comrades have fallen around him and his people have been slaughtered. He has nothing to lose except himself. So, he runs toward his foe seeking revenge, echoing his people's past; a past where the namekian race was both respected and feared.

Namekian Physiology

Born of the planet Namek, namekians are a plant-like and slug-like humanoid race with long, pointed ears and antennae. Being the only intelligent species on their planet, the namekians easily became the dominant lifeform of their world and rapidly changed it to suit their needs. These needs typically included open areas for the sun and lots of clean, fresh water to live off of since they do not need to eat food to survive. It is unknown if they conduct photosynthesis as plants do, but they certainly have a similar process. They do, however, possess a stomach to digest food should they choose to ingest it to make up for any dietary deficiancy they might have. Add on their natural durability and strength, and the namekians are a race adapted to nearly any environment that has water and sunlight.

Spacefaring History and the Great Tempest

In the recent past, the namekians were a spacefaring people who commanded respect and fear. They were powerful warrior and shrewd traders who even rivaled the growing empire of the tyrannical King Cold. In these centuries past, the namekians had a growing empire of their own led by the so called super namekians; namekains who had transcended their bodies natural aility and went further beyond it. Their base was their homeworld, however, and their homeworld was hit with a cataclysmic event. The waters of the world surged and a great storm of apocalyptic proportions wiped out a majority of the race before they could even react, leaving 3 known survivors; guru, the unnamed namek of Earth, and Lord Slug. The modern namekains as we know it are all descendants of these three. The descendants of Guru, the eldest namekian, tend to have smaller and squatter bodies with more rounded features. They are the most peceful of modern namekians. On the opposite end, the descendants of Lord Slug are aggressive and powerful. They are the most violent of modern namekians. And lastly, the descendant of the unnamd namek, his only living descendant, is a powerful warrior; the strongest namekian in thousands of years. He started evil and violent, but became a force of righteous good by overcoming his nature.

A Split Society

Modern namekian society is peaceful and somewhat nomadic. They value personal time, kindness, and and an ascetic form of life. But not all namekians enjoy the stagnant nature of their people. Bcause of this, namekian society is actually split into two factions. the other namekians, those who choose to live a life of combat, value strength and the ability to dominate others. These namekians are often solitary beings because they believe no one is their equal. Another namekian would be a threat to their dominion and would need to be eradicated, so they choose to live alone on different worlds. The two factions rarely interact, but, when they do, the peaceful namekains are always the ones to get hurt. Fortunately, the domineering namekians, those of the demon clan, are rare. Only one true demon clan member survived the great tempest and his progeny are few and far between.

Universe 6 Namekians

The Universe 6 namekians, the coutnerpart to the Universe 7 namekians, never suffered the Great Tempest. They remained strong and, with the influence and aid of the Universe 6 Saiyan's, became soldiers for good. These namekians are typically locked inside universe 6, but a few managed to come across the universal barrier in the past. These namekians, who had albino skin, were shunned by their brethren. Most of them were killed and sent to the furthest reaches of the universe with no hope of escape. These namekians evolved into destructive, evil, and vampire-esque entities in the long dark of their isolation.

Namekian Traits

Your Namekian character has certain peculiar biological and Ki based traits.

Ability Score Increase. Your Constitution and Dexterity score each increase by 1.

Age. Namekians are an exceptionally long lived race. It isn't uncommon for them to live for a thousand years or more.

Alignment. Namekians tend to favor rationality and neutrality in all things, good or evil. Choose a lawful alignment.

Size. Namekians typically range from 6 ft to ft 8 in height.

Speed. Your base walking speed is 30ft.

Language. You can speak, read, and write Common, Namekian, and on other language of your choice.

Namekian Physiology. You do not need to eat food to survive, but you can ingest it if you wish. Additionally, you need to take in twice the amount of clean water as usual to meet your dietary needs. If you take in muddy or otherwise unclean water, you must make a DC 11 Constitution saving throw or become poisoned for 1 hour.

Long Limbed. When you make a melee attack on your turn, your reach for it is 5 feet greater than normal.

Regeneration. As an action, you can spend a hit dice to regrow a limb or other body part you have lost. You do not regain any lost hit points from this. You gain one level of exhaustion each time you regenerate.

Trance. Namekians do not sleep. Instead they meditate deeply, remaining semi-conscious, for 4 hours a day. While meditating, you do not dream, but enter a calm state where you have learned either to hone your mental fortitude or to shadowbox against mental foes. After resting in this way, you gain the same benefit a human would from 8 hours of sleep.

Subrace. The namekians have several forms. Choose one from Demon Clan, Dragon Clan, Warrior Caste, or Albino Clan.

Demon Clan

Demon clan namekians are known for their sadism, dark magic, and incredibly terrifying and domineering personalities. They are the rarest of the modern namekians.

Ability Score Increase. Your Charisma score increases by 1.

Menacing. You have proficiency in the Intimidation skill.

Great Namekian Form. Starting at level 3, you can cast the spell *enlarge/reduce* once with this trait and regain the ability to do so when you finish a long rest. You can only grow larger with this trait. Charisma is your spellcasting ability for it.

Dragon Clan

The ascetic clan of the Namekian race. Dragon clan members are known for their long lives, magical capablities, prowess as healers, and ability to create wish granting dragons.

Ability Score Increase. Your Wisdom score increases by 1.

Healing Hands. As an action, you can touch a creature and cause it to regain a number of hit points equal to your level. Once you use this trait, you can't use it again until you finish a long rest.

Dragon Creation. Starting at level 3, you can cast the spell *find familiar* as a ritual. When you cast the spell, you can choose one of the normal forms for your familiar or a young namekian wish dragon*.

Dragon Clan: Warrior Caste

The warrior caste of the dragon clan. Born without the magic of the other members of the clan, but blessed with strength and raw martial skill, the warrior caste serve to guard and protect those weaker than them.

Ability Score Increase. Your Strength score increases by 1.

Hard Fists. Your unarmed strikes deal 1d6 + strength modifier in damage.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Albino Clan

Thought to be long extinct, the Ablino Clan of Namek was wiped out by the Dragon Clan long ago due to an ancient blood feud. After hundreds of years trapped on a sunless moon on the far side of the galaxy, the race has been warped into a vampiric variation of the namekian blood.

Ability Score Increae. Your Intelligence score increases by 1.

Superior Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Sunlight Sensitivity. You have disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight when you, the target of the attack, or whatever you are trying to perceive is in direct sunlight.

Bite. Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with your bite, you deal piercing damage equal to 1d4 + your Strength modifier.

Necrotic Drain. As a bonus action, you can make a special attack with your bite. If the attack hits, it deals necrotic damage equal to your Intelligence modifier, and you gain temporary hit points (minimum of 1) equal to your Constitution modifier.

Art Credit

- *Dende 2017 by ConceptCat on Deviantart*
- *Lord Slug 2017 by ConceptCat on Deviantart*
- *Piccolo 2017 by ConceptCat on Deviantart*
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Young Namekian Wish dragon

Tiny Dragon, True Neutral

Armor Class 13
Hit Points 7 (2d4 + 2)
Speed 15ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +4
Senses Blindsight 10 Ft., Darkvision 60 Ft., passive Perception 13
Languages Understands Common, Draconic, and Namekian But Can't Speak
Challenge 1/4 (50 XP)

Keen Senses. The young namekian wish dragon has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Magic Resistance. The young namekian wish dragon has advantage on saving throws against spells and other magical effects.

Limited Telepathy. The young namekian wish dragon can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 ft. of it that can understand a language.

Variant: Familar. The young namekian wish dragon can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the young namekian wish dragon senses as long as they are within 1 mile of each other. While the young namekian wish dragon is within 10 feet of its companion, the companion shares the pseudodragon's Magic Resistance trait. At any time and for any reason, the young namekian wish dragon can end its service as a familiar, ending the telepathic bond.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (1d4 + 2) piercing damage.

Grant Wish. As an action, the young namekian wish dragon can grant a minor wish. This minor wish allows the young namekian wish dragon to cast a single spell of 1st level or lower from the CLeric spell list. The young namekian wish dragon becomes dormant as a small orange ball with a single star in its center and can't use this feature again until it finishes a long rest.